

~~ABSTRACT~~

*ABSTRACT OF THE DISCLOSURE*  
~~GRAPHIC IMAGE TEXTURE GENERATION~~

5 An apparatus ~~(34)~~ for texture mapping in a computer graphics system, using a predetermined set of ~~standardised~~ <sup>standardized</sup> textures. Each texture of the ~~standardised~~ <sup>standardized</sup> set is a procedural texture, and is supplied to the apparatus ~~(34)~~ as one or a sequence of program commands ~~(44)~~ the execution of which will result in the generation of the respective procedural texture. In a preferred embodiment, the means for processing the program commands ~~(4)~~ comprises a processor operable to implement only those input program commands or sequences of input ~~programme~~ <sup>program</sup> commands as are required to generate the procedural textures of the ~~standardised~~ <sup>standardized</sup> set.

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~~[Figure 3]~~